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2K5



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SAFETY INFORMATION
About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important health and safety information that you should read and understand before using this software.

Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear- projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of gameplay may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

This game is presented in Dolby Digital. Connect your Xbox to a sound system with Dolby Digital technology using a digital optical cable with an Xbox Advanced A/V Pack or Xbox High Definition A/V Pack. Select "Dolby Digital" in the Dashboard menu of the Xbox to experience the excitement of surround sound.

TABLE OF CONTENTS

Control Summary 5

In-Depth Control Reference 8

Offense 8

Defense 14

Game Modes 16

Xbox Live™ 18

ESPN NBA 2K5 Credits 22

ESPN NBA 2K5 Soundtrack 26

THE BEST GETS BETTER

Get ready to experience the ultimate NBA videogame experience! ESPN NBA 2K5 makes its triumphant return to the court with all the action that makes the ESPN NBA series great. Improved low-post controls, intense full court action with commentators Bob Fitzgerald and Bill Walton, and on-the fly play calling and strategy changes pull you into the incredible NBA experience. Xbox Live™ online leagues and an improved 24/7 mode add incredible depth and replay value to keep you coming back for more. An all-new mode, The Association, includes the revolutionary Full Authority mode and Team Chemistry system. ESPN NBA 2K5 is the only game that brings the essence of the NBA straight to you!

New key features:

- **Full Authority™** – A bold new advancement in simulating games for your franchise featuring a dynamic coaching system that enables you to dictate player match-ups and alter coaching strategies while full motion replays bring the in-game events to life.
- **The Association** – The new benchmark in Franchise gameplay featuring new simulation models and management of key team attributes including weekly training, player personalities, and team chemistry bringing an entirely new level of control to your NBA franchise.
- **Enhanced 24/7 mode** – All new unlockables along with the innovative Respect system add some new flavor as you work your way to the top of the streetball kingdom.
- **Play on Xbox Live** – ESPN Videogames once again sets the standard for the online NBA experience. NBA 2K5 includes online leagues, tournaments, and an advanced messaging system coupled with a buddy list that lets you keep in touch with your opponents at any time.
- **Iso-Motion** – Enhanced and intuitive Iso-Motion controls allow you to execute all your ankle-breaking moves with more precision than ever.
- **Improved Player Creation** – Design your player exactly the way you want him. Custom-design his kicks to give him his own court style.

- **ESPN Presentation** – Featuring new cut scenes and visuals, as well as new studio and color commentary featuring Bill Walton!

QUICK GAME

Select Quick Game from the Main Menu to jump right into a game and experience the action firsthand.

Team Select

- Move the **left thumbstick** left to select the away team and right to select the home team.
- Pull the **right trigger** or the **left trigger** to cycle forward or backward through the available teams.
- Pull the **right trigger** and the **left trigger** simultaneously if you want to randomly select a team.
- Press the **Black** button or the **White** button to cycle through the alternate jerseys that may be available for your selected team.
- Move the **right thumbstick** up or down to select a User Profile.
- To create a user record, click the **right thumbstick**. The User Records Screen appears. Highlight a slot and press the **A** button. Select Create and enter a User Name on the Virtual Keyboard. Press the **B** button to return to the Team Select Screen.
- Press the **B** button to access the Team Options Screen and customize game settings (Difficulty, Game Speed, Quarter Length, Arena, etc). Press the **B** button to return to the previous screen.
- Press the **A** button or the **START** button to advance to the Player Lineup Screen.

Player Lineup

- Press the **START** button to go directly to the game.
- To alter the game lineup, move the **left thumbstick** or the **directional pad** left or right to highlight an option (Adjust Lineup, Scramble Starters, Fantasy Basketball) and press the **A** button to select it.

Adjusting Lineups:

- To switch two players in the lineup, highlight the first player's name and press the **A** button. A check mark will appear next to his name.
- Highlight the other player and press the **A** button. The two players will switch positions.
- Press the **B** button to return to the Player Lineup Screen.
- Press the **START** button to load the game.

Scramble Starters:

This selection scrambles the starting rosters for your team with starters from other teams in the league.

- Press the **A** button to repeatedly scramble the starting roster.
- Press the **START** button to save your changes and return to the Player Lineup Screen.
- Press the **START** button again to load the game.

Fantasy Basketball:

This option allows you to perform a fantasy draft and pick your favorite players for your team.

- Press the **A** button again to begin the Fantasy Draft. The home team picks first.
- Move the **left thumbstick** or the **directional pad** to highlight the player position you wish to draft for.
- Press the **A** button to access the list of available players at that position.
- Move the **left thumbstick** or the **directional pad** to highlight the player you wish to draft.
- Click the **right thumbstick** button to view the player's Player Card.
- Press the **A** button to draft the player.
- When you're done drafting all of your players press the **START** button to begin the game.

Jump Ball

X button Jump to tip the ball to a teammate

Offense

left thumbstick Move player

right thumbstick IsoMotion jukes

White button Call for a pick

A button Pass / Tap button for pass fake /
Double tap button for a lead pass

B button Crossover / Hesitation Dribble / Cancel
Crossover

+ **right trigger** Spin move

X button Shoot

Y button Hop Step

Black button Pass Icons

White button Play Call/ Team Strategy

left trigger Back Down

right trigger Turbo

START button Pause

BACK button Timeout

Free Throw Shooting

left trigger / right trigger Aim shot

A Set power and shoot

Defense

left thumbstick / directional pad . . . Move player

right thumbstick (click) . . . Call for an intentional foul

A button Switch player

B button Steal

X button Block / Jump

Y button Take Charge

Black button Defender Switch

White button Play Call Strategy

left trigger Double Team

right trigger Turbo

START button Pause

BACK button Timeout (during dead ball situations)

Play Call / Strategy Overlay:

directional pad (left, right) Select Strategy

directional pad (up, down) Change Strategy Level

ESPN Tip- Break off an Alley-oop

The alley-oop is probably the most spectacular play in all of basketball. Though they are rare and difficult to accomplish, there are a few factors that will help you execute a successful alley-oop dunk. The most likely scenario for a nasty "oop" is during the fast break. If your team on offense has more players on the break than opposing defenders, press the A button and X button at the same time to toss an alley-oop pass. Keep in mind that your passing player should be near the 3 point arc when the pass is attempted. The receiving player should be just in front of the the 3 point arc.

In some situations, you'll notice a player on your team raising his hand in the air, calling for the ball. When a player with a good dunk rating is calls for the ball, press the A button and X button at the same time to break off a monster alley-oop.

ESPN Tip- Take smart shots

Setting up your shots greatly increases your shooting percentage. Taking jumpers with an improper release or while moving affects your accuracy, so try to get your feet set before going up for the J. Be sure to release the ball at the top of your jump to increase accuracy.

Jump Ball

As the referee holds the ball between the players at half court, a graphic overlay will appear over the key. Rapidly press the **X** button to vie for the jump ball.

OFFENSE

Dribbling

- To dribble the ball, move the **left thumbstick** in any direction.
- For a speed burst, pull and hold the **right trigger** while moving in any direction. When doing so, you will notice a stamina bar under your player. The stamina bar will shrink as you deplete your player's speed burst.
- To dribble the ball between your legs, press **B** with the **left thumbstick** centered (i.e. not pointed in any direction).
- To perform a crossover / driving move, move the **left thumbstick** left or right and press the **B** button. This move is good for getting past your defender.
- To cancel your crossover / driving move, center the **left thumbstick** and press the **B** button again. Use this cancel option to avoid an offensive foul if a defender anticipates and blocks off your driving move.
- To perform a crossover / step-back move, move the **left thumbstick** away from the basket and press the **B** button.
- To perform a spin move while your player is moving, pull and hold the **right trigger** for a speed burst, and press the **B** button.
- To chain multiple dribble moves together, hold down the **B** button, then move the **left thumbstick** to trick-out your moves.
- To perform IsoMotion dribble moves, move the **right thumbstick**:
- Hard Left – Crossover / Drive left (w/ **right trigger** for spin move)
- Hard Right – Crossover / Drive right (w/ **right trigger** for spin move)
- Hard Down – Step-back move
- Softly Any Direction – Hesitation dribble

Passing

- To pass the ball to the nearest player, press the **A** button.
- To pass the ball to a teammate of your choice, move the **left thumbstick** in the direction of the teammate you want to pass to, and press the **A** button.
- To throw an alley-oop pass, press the **A** button and the **X** button at the same time. If your teammate isn't in position for an alley-oop, the pass will simply lead your teammate to the basket.
- Icon passing is the most precise method of passing. To perform an icon pass, first press the **Black** button to call up button icons over the heads of your teammates. Then press the corresponding button to immediately send the pass to the teammate of your choice. The **A** button icon corresponds to the Point Guard, the **B** button icon to the Shooting Guard, the **X** button icon to the Small Forward, the **Y** button icon to the Power Forward, and the **right trigger** icon to the Center. The drawback to icon passing is that it takes a little longer to execute.

ESPN Tip: By default, you always control the ball-handler on offense. When you pass the ball, you assume control of the recipient of the pass. This is known as "Ball Handler Auto Switch". If you're playing with the Ball Handler Auto Switch option OFF, and you're controlling an offensive player without the ball, the following controls apply:

A buttonSwitch to player closest to the basket
B buttonSet pick
X buttonRebound
Y buttonCall for a pass
left triggerPost up

ESPN Tip: Analog passing is the fastest way to pass to an open man. While controlling the ball-handler, move the right thumbstick in the direction that you want to pass and your player will automatically pass to a teammate in that direction.

Note: Analog passing is a custom controller configuration. To enable it, you must switch your Control Config to "Alternate Control B" in the Options Menu.

Shooting

- To shoot a jump shot, press the **X** button and release the button at the top of your jump. The closer your release is to the top of your jump, the higher your accuracy will be.
- To shoot a fade-away, move and hold the **left thumbstick** away from the basket prior to releasing the **X** button.
- To attempt a layup or dunk, dribble close to the basket and press the **X** button while moving the **left thumbstick** towards the basket. Using turbo (**right trigger**) will increase the range of your lay-ups and dunks.

- If a defender leaps into your path during your layup or dunk attempt and you want to change your shot to prevent it from being blocked, release the **A** button while you're in the air, then press it again while pressing Down, Right or Left on the **left thumbstick**. Depending on the direction you push during the Shot Change, a different maneuver will be executed:

Directional Shot Change Type:

Down- 180 flip shot.

Right- Right flip Shot

Left- Left flip Shot

- To pass the ball while in a shooting motion, press the **A** button while in mid-air **X** without letting go of the **X** button. Your player will pass the ball while in mid-air.

Posting Up

- Posting up a defender is accomplished by taking any player with the ball (preferably a good low post player) and moving that player next to a defender in or near the paint.
- With strong post players, you may be able to get closer to the basket by backing the defender in towards the basket. To do this, move the **left thumbstick** in the direction of the basket. However, be careful of the "5-second Back to the Basket" rule: If you spend more than 5 seconds backing a defender down in the low post, you will be called for a violation and possession will be given to the opposing team.

Scoring with the Post Up

- One way to score from the post is by shooting a jumper. To shoot a jumper, pull and hold the **Y** button, then, while holding the **Y** button, move the **left thumbstick** to the right (to spin right), left (to spin left), up (to lean into the defender), or down (to fade away from the defender), and press **X** to shoot.
- The Drop Step move is the most effective way to score from the post. To perform a drop step, first post up your defender by pulling and holding the **left trigger**. At any time during your post up (with the **left trigger** still held down), press the **Y** button. Your player will drop step and spin towards the basket in the direction you selected. If the move is successful, you will get past your defender for a dunk or a layup.

Free-throw shooting

While at the free throw line, a free throw overlay will appear with a moving dot that sets the distance for your shot, and two aiming brackets that serve to center your shot. To shoot a free throw, pull the **left trigger** and the **right trigger** together to bring the aiming brackets together in the center of the free throw overlay. Press the **A** button when the distance dot is centered in the free throw overlay to shoot the ball.

After a certain amount of time (15 seconds with Rookie or Pro difficulties, 10 seconds with All Star or Super Star, 5 seconds with Hall of Fame difficulty) if you haven't shot the free throw, your player will automatically shoot the ball wherever the brackets and the distance dot are pointed. If you're having trouble shooting free throws, go to Practice: Free Throws to hone your skills.

Note: Hall of Fame difficulty is an unlockable item in the game, and is not initially available.

PLAY CALL / STRATEGY WINDOW

Now you can adjust all aspects of play calling and team strategy during gameplay rather than going to a menu. You can bring up the Play Call / Strategy Window by pressing the **White** button

TEAM STRATEGY

In the Play Call / Team Strategy Window there is a meter for Tempo on the left and Pressure on the right. To select the desired Team Strategy use the **directional pad** LEFT and RIGHT.

Tempo

The Tempo meter will affect how many players will "crash the boards" (go for rebounds) and how many players will run down court after a shot attempt. Use UP and DOWN on the **directional pad** to raise or lower the level of the meter. Move the bar DOWN to have more players crash the boards and UP to have more players run down court.

Pressure

The pressure setting affects your team's defense pressure: Loose or Tight. Move the Pressure Bar UP for tight defense and DOWN for loose defense.

CALLING PLAYS

Each team has four plays from its offensive playbook and four plays from its defensive playbook that can be accessed during gameplay via the Play Call Menu. If you'd like to customize these plays, select Coaching from the Pause Menu, then select Playbooks (you can also set your Playbooks in the Manage Roster section of Options Mode).

- To bring up the Play Call Menu during gameplay, press the **White** button while on offense and the **directional pad** UP while on defense.

Other Calls

- Can't get free from a defender? Call for a pick! Having a teammate set a pick for you is a great way to get free, especially on the perimeter. To call for a pick, click the **left thumbstick** button while in control of the ball. Your nearest teammate will set a pick for you.
- To intentionally foul an opponent while on defense, click the **right thumbstick** button. The defender closest to the opposing ball handler will intentionally foul him. Intentional fouls are useful in end of game situations when your team is behind and you want to stop the opposing team from running out the clock.
- To call for a double team on the ball-handler when on defense, press the **White** button.

DEFENSE

Stealing

- To attempt a steal, press the **B** button. Be careful not to overuse the steal button or to lunge for a steal attempt when you're not in proper position. The referee will call a reach-in foul if you overuse the steal, and the offense can burn you if you lunge and get too far out of position.
- To steal a pass, press the **X** button when the pass is in midair. If you time it correctly, your defensive player will intercept the pass.
- For situations where you want to steal a pass but your closest defender is still too far away, you can try a lunging steal. While running towards the passing lane, pull and hold the **right trigger** for a speed boost and then press the **X** button. Your defender will lunge for the steal. Be careful though, if you miss the steal your defender will be out of position and unable to defend his man.

Drawing a Charge

The number of offensive charging fouls that a defender draws isn't an official statistic in the NBA, but it probably should be. By using your player's quick feet to establish position, you can stop your opposition's moves to the basket and cause them to commit a charging violation.

- To jump in front of an offensive player and attempt to draw a charge, press the **Y** button.

Blocking Shots

- To block a shot, press the **X** button as the offensive player begins his shot.
- To power up your block, pull and hold the **right trigger**, then press the **X** button.

Dive for Loose Balls

- Press the **X** button to dive for loose balls.

Switching Defenders

- On defense, press the **A** button to switch to the player closest to the ball.
- To switch to a specific defender, you can use the Player Icons (this works like Icon Passing). First, press the **Black** button to call up the button icons over the heads of your teammates. Then, simply press the button that corresponds to the player you wish to control.

GAME MODES

The following modes are available from the Game Modes Menu.

24/7

Create a player and build your stats in Training Camp. Then test your skills with Xbox Live to determine who's the #1 baller.

The Association

Manage the NBA team of your choice! It's all here: Contract negotiations, coaches, NBA drafts, and player training. The Association has all the tools you need to develop a legendary NBA squad.

STREET (Modes)

Hit the neighborhood courts where you first honed your skills. Show love for your roots while proving to all spectators that your game is tighter than ever.

Full Court

Half Court

One on One

This mode allows you to challenge another player to a one-on-one matchup. No help. No excuses. Who will reign supreme?

21

This mode allows you to play the classic every-man-for-himself street game. First player to 21 points wins.

TOURNAMENT

Create a tournament with any 4, 8, or 16 teams of your choice.

PRACTICE

Perfect your skills with the following Practice modes:

Standard

Perfect your offensive moves (dribbling, passing, shooting) with no defense on the court.

Free Throws

Consistent free throw shooting is the cornerstone of any successful offensive effort. Improve your shot from the charity stripe here.

OPTIONS

Multiple categories of options give you the power to customize your game at all levels, from the broadcast booth to the coach's game plan.

LOAD / SAVE

Load and save games here.

ABOUT THE GAME

Learn about all the new features and improvements to ESPN NBA 2K5, check out other ESPN video games, find out where to register your game, and view the game credits.

Here's where you really put your skills to the test. Challenge other players on Xbox Live.

Take NBA 2K5 Beyond the Box

Xbox Live™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friends List with other players, see when they're online, invite them to play, and talk to them in real-time as you play.

Downloadable NBA 2K5 Content

If you are an Xbox Live subscriber, you can download the very latest content (such as updated player rosters) to your Xbox console.

Connecting

Before you can use Xbox Live, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox Live service. To determine if Xbox Live is available in your region and for information about connecting to Xbox Live, see www.xbox.com/connect.

Online Sign In

To create a user account:

- Highlight **NEW ACCOUNT** and press **A**. You will be taken to the Xbox Dashboard.
- Follow Xbox Live Instructions to create a new account.

To use an existing user account:

- Move left or right on the **Left thumbstick** to highlight the desired user account name.
- Press **A**.
- If the account has a Passcode, enter it.

To join as a guest:

- After the account holder has selected his account, highlight **PLAY AS GUEST** and press **A**.

To advance, press **START**.

XBOX LIVE MENU

Quick Match

Quick Match is the fastest way to challenge an opponent. It is intended for players to easily find and enter a game. When you select Quick Match, you will automatically challenge another user to a game. If they accept the challenge, the Team Select screen will appear.

OptiMatch

The OptiMatch screen allows you to define what type of game you want to play.

- Press **A** or **Y** to cycle forward or backward through the game types.
- Press **START** to find the available matches under that Game Type. The Match List screen should appear.

Note: If you challenge another player to a game, you will play the game with the settings they selected.

Note: If you'd like to practice your skills a bit before playing games that count towards your standing, start in a Non-ranked Game.

Online Gamefinder

The Online Gamfinder screen is where you challenge other players to an Online Game.

To challenge another user to a game:

- Highlight another user's match and press **A**.
- If the other user accepts, you will advance to the Team Select screen. If you and your opponent both have an Xbox Communicator headset, The Headset Icon will appear on the screen; you will now be able to use voice chat to communicate with one another.

If another user challenges you to a game you've created:

- To accept the challenge, press **Y**. The challengers name will highlight.
- To accept the challenge, Press the **A** button when challenger's name is highlighted.

To ask someone to be your friend:

- Play a game against them, select Online Desk, Players/Friends, scroll to Players, highlight the player's name and press **A**.
- Select **INVITE TO BE YOUR FRIEND** and press **A**.
- or -
- Go to the Xbox Dashboard; select Xbox Live; select Account Management; select your account; select Friends; highlight **ADD FRIEND** and type in their name.

Create a Match

Use this screen to create a game with the options you desire. Press **A** or **Y** to move forward or backward through the options.

Leagues

Want to play a tournament or an entire season?

Online Desk

The Online Desk contains several features that allow you to see and send ESPN NBA 2K5 information as well as adjust your own game types and options.

Players / Friends

Players / Friends allows you to add preferred opponents to a list for future games of ESPN NBA 2K5. All management of your friends list can be found here.

ESPN Messaging

Send and receive emails from your friends as well as receive league notifications.

Online Options

The options menu contains personal settings for while you are on Xbox Live.

Leader Boards

The Online Leader Board screen displays the online player rankings for each mode except Unranked games.

Latest News

The Latest News screen gives you all the latest news pertaining to ESPN NBA 2K5 Online.

Downloads

The Downloadable Content screen allows for the latest NBA rosters to be downloaded onto the Xbox console, in order keep your game up to date with the pros. Highlight an update and press **A** to download the rosters.

Sign Out

Select Sign Out to log off of the Xbox Live network and return to the Main Menu.

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Sega thanks the Rucker family and the memory of Mr. Holcombe Rucker.

Special thanks to Greg Lassen, Stacey Kerr, and Shari Wolford at NBA Entertainment, Inc.

ESPN NBA 2K5 Soundtrack

ESPN Videogames would like to thank the following artists/record labels for music inclusion in ESPN NBA 2K5. Please support the following artists:

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Courtesy of Dion Peete + Josh LaBrot

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F'Real

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U Don't Know

Performed by Bukue One
Courtesy of Funnyman Entertainment

Watch Me Now

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Rules and Regulations (JMJ)

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Del The Funky Homosapien
Courtesy of Funnyman Entertainment

Don't Forget the Bass

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Del The Funky Homosapien
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Soul Power '70

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Back Home

Performed by Hazen Street
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Soweto

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Performed by J.Boogie
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This Game is Hot

Performed by Vrsatyl, Jaz, BIG J
Courtesy of Vrsatyl of V Record Label

You Don't Want None

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Chalice

Performed by Romanowski
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Courtesy of Future Primitive Sound

Train Song

Performed by Romanowski
Courtesy of Future Primitive Sound

Up to No Good

Performed by Romanowski
Courtesy of Future Primitive Sound

Why?

Performed by Romanowski
Courtesy of Future Primitive Sound

Take It Back

Performed by Skillz
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Whatever's Clever

Performed by Stellar Trax Sound System
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Liquid Dub (Remix)

Performed by Tino Copp
Courtesy of Songs of Windswept Pacific

Bang

Performed by Truck & Mack
Courtesy of Okay Player/Watch Dog Music/Black Ink

Downtime

Performed by Z-Trip
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A&R / Music Supervision:
Tim Rosa
trosa@espnvideogames.com for
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